

Bothan Commando



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Bothan Commando

16

Hit Points

40

Defense

16

Attack

6

Damage

20

Special Abilities

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Intuition (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)



Bothan commandos were instrumental in obtaining the plans for the Death Star II from the Imperial freighter Suprosa.

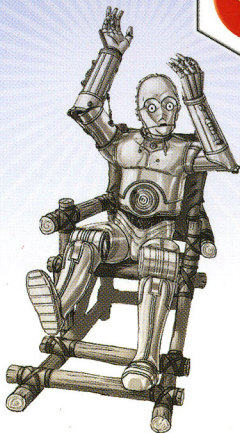


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C-3PO, Ewok Deity



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C-3PO, Ewok Deity

5

Hit Points

30

Defense

16

Attack

0

Damage

0

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Speed 0

Disruptive (Suppresses enemy commander effects within 6 squares)

Draw Fire (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)



"It's against my programming to impersonate a deity."



2/40 ★

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General Crix Madine



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General Crix Madine

16

Hit Points

50

Defense

15

Attack

6

Damage

10



Special Abilities

Unique

Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)

Disruptive (Suppresses enemy commander effects within 6 squares)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

Commandos in your squad gain **Cunning Attack +20**.

A former Imperial officer responsible for the creation of storm commandos, Crix Madine is a Rebel general in charge of the Alliance Special Forces.



3/40 ★

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General Rieekan



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General Rieekan

14

Hit Points

50

Defense

15

Attack

9

Damage

10

Special Abilities

Unique

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Commander Effect

Allies gain **Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11) and **Mobile Attack** (Can move both before and after attacking).



A respected Rebel general who has vowed to fight the Empire on all fronts, Garlist Rieekan commanded the base at Hoth.



4/40 ★

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Leia, Bounty Hunter



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Leia, Bounty Hunter

26

Hit Points

70

Defense

17

Attack

9

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Electrostaff +20 (+20 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 2

Force Sense (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)

Leia masqueraded as Boushh to infiltrate Coruscant, but her deception was exposed in the palace of Jabba the Hutt.



5/40



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Luke Skywalker, Rebel Commando



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Luke Skywalker, Rebel Commando

27

Hit Points

70

Defense

18

Attack

8

Damage

20



Special Abilities

Unique. Melee Attack; Double Attack

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Djem So Style (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 4

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Levitation 1 (Force 1, replaces attacks: Move 1 Small or Medium ally within 6 squares to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity.)



6/40 ★

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Rebel Commando Pathfinder



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Rebel Commando Pathfinder

11

Hit Points

50

Defense

16

Attack

7

Damage

10

Special Abilities

Stable Footing (Not slowed by difficult terrain)

Mobile Attack (Can move both before and after attacking)

Pathfinder (Allies are not slowed by difficult terrain within 6 squares of this character)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Rebel pathfinders specialize in making sure their commando unit reaches the target safely and swiftly.



7/40 ♦

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Rebel Trooper



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Rebel Trooper

5

Hit Points

10

Defense

13

Attack

5

Damage

10



The brave members of the Rebel Alliance put their lives on the line in the hopes of winning the galaxy's freedom from tyranny.

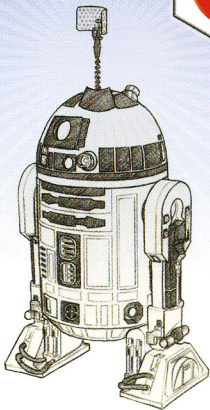


8/40 •

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R2-D2 with Extended Sensor



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R2-D2 with Extended Sensor

9

Hit Points

30

Defense

15

Attack

0

Damage

0

Special Abilities

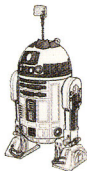
Unique

Droid (Immune to critical hits; not subject to commander effects)

It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

Override (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)



"Artoo says he's been quite unable to pick up any signals, although he does admit that his own range is far too weak to abandon all hope." —C-3PO

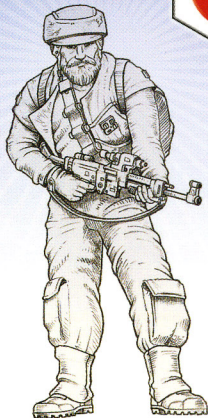


9/40 ★

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Veteran Rebel Commando



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Veteran Rebel Commando

14

Hit Points

50

Defense

16

Attack

6

Damage

20

Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Mobile Attack (Can move both before and after attacking)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*A Rebel commando never lets
his enemies see him coming.*



10/40 •

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Arica



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Arica

31

Hit Points

70

Defense

18

Attack

9

Damage

10



Special Abilities

Unique (Counts as Mara Jade)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Hand of the Emperor (This character can spend her own Force points once per turn and spend Force points from a character named Emperor Palpatine once per turn)

Sniper (Other characters do not provide cover against this character's attack)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers

Force 3

Blaster Barrage (Force 1; replaces attacks: Can attack each legal target once)



11/40 ★

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Darth Vader, Legacy of the Force



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Darth Vader, Legacy of the Force

71

Hit Points

140

Defense

23

Attack

16

Damage

20



Special Abilities

Unique, Pilot

Melee Attack; Triple Attack

Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.)

Djem So Style (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)

Force Powers

Force 2, Force Renewal 1

Force Grip 2 (Force 2, replaces attacks: sight; 20 damage)

Lightsaber Reflect (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes damage equal to the prevented damage; save 11)

Commander Effect

Allies within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



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Emperor Palpatine On Throne



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Emperor Palpatine On Throne

33

Hit Points

130

Defense

21

Attack

0

Damage

0

Special Abilities

Unique

Emplacement (Cannot move or be moved. Set up anywhere on your half of the battle map.)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11.)

Force Powers

Force 3. Force Renewal 3

Force Lightning 3 (Force 3, replaces turn: range 6; 40 damage to target and 2 characters adjacent to that target. Huge or smaller characters are considered activated this round; save 11.)

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

Commander Effect

Characters in your squad can spend Emperor Palpatine's Force points. (A character still can't spend Force points more than once per turn and can't combine its own Force points with Emperor Palpatine's.)



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Imperial Dignitary



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Imperial Dignitary

5

Hit Points

10

Defense

12

Attack

0

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Diplomat (If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)



The power wielded by Emperor Palpatine attracts many sycophants seeking to gain from supporting the galactic leader.



14/40 ♦

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Moff Jerjerrod



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Moff Jerjerrod

12

Hit Points

50

Defense

15

Attack

8

Damage

10

Special Abilities

Unique

Rapport (A character whose name contains Death Star costs 1 less when in the same squad as this character)

Commander Effect

Followers within 6 squares who combine fire grant an additional +4 Attack.



Despite the Emperor's displeasure at his lack of progress, Moff Jerjerrod managed to motivate his crew to get the second Death Star operational by the Battle of Endor.



15/40 ★

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181st Imperial Pilot



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181st Imperial Pilot

12

Hit Points

20

Defense

16

Attack

7

Damage

10

Special Abilities

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Gunner +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage)

Rapport (Costs 1 less when in the same squad as a character named Baron Fel)

Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



The 181st Squadron is the Imperial analog of the Alliance's elite Rogue Squadron, consisting of some of the best pilots to ever grace the cockpit of a TIE fighter.

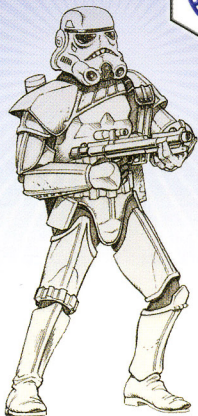


16/40 ♦

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Sandtrooper



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Sandtrooper

8

Hit Points

10

Defense

16

Attack

4

Damage

20



"Look, sir—droids."

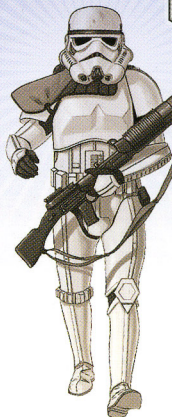


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Sandtrooper Officer



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Sandtrooper Officer

20

Hit Points

50

Defense

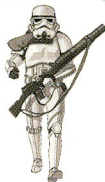
18

Attack

8

Damage

30



Commander Effect

Followers whose names contain Sandtrooper gain **Deadeye** (On this character's turn, if it doesn't move, it gets +10 Damage) and **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).

The officers of the Empire stationed on Tatooine received special training and equipment to handle the harsh desert environment.



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Scout Trooper



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Scout Trooper

8

Hit Points

20

Defense

15

Attack

5

Damage

10

Special Abilities

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Scout troopers provide the Empire with advance intelligence about hazards and the movements of enemy troops.

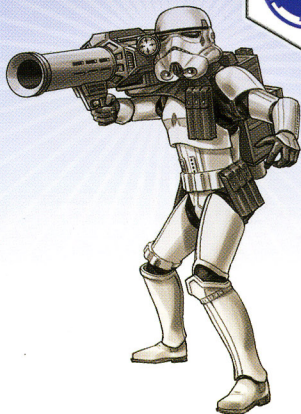


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Shock Trooper



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Shock Trooper

13

Hit Points

20

Defense

16

Attack

6

Damage

10



Special Abilities

Missiles 30 (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II)

Squad Cover (+4 Defense while 3 allies with the same name as this character are within 6 squares)

Armed with personal missile launchers, Imperial shock troopers can scatter enemy forces and keep their commanders reeling.

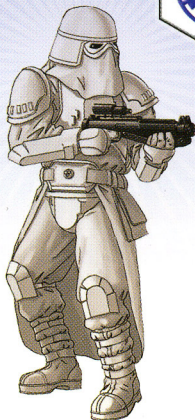


20/40 ♦

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Snowtrooper



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Snowtrooper

7

Hit Points

20

Defense

16

Attack

4

Damage

10



*"Imperial troops have entered the base.
Imperial troops have—"*

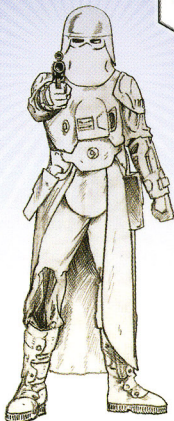


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Snowtrooper Commander



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Snowtrooper Commander

14

Hit Points

40

Defense

18

Attack

8

Damage

20

Commander Effect

Followers within 6 squares whose names contain Snowtrooper get +4 Attack and gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).



The invasion and destruction of Echo Base was coordinated on the ground by the skilled officers of the Empire's snowtrooper corps.

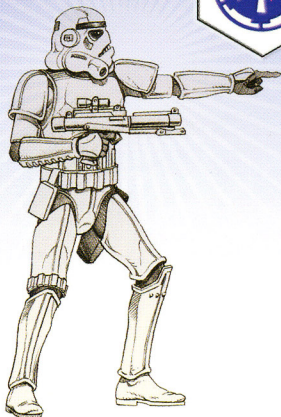


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Stormtrooper



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Stormtrooper

5

Hit Points

10

Defense

16

Attack

4

Damage

10



Few icons of galactic tyranny are more recognizable than the sterile white armor of a stormtrooper.



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Thrawn (Mitth'raw'nuruodo)



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Thrawn (Mitth'raw'nuruodo)

32

Hit Points

70

Defense

18

Attack

11

Damage

10

Special Abilities

Unique

Master Tactician (You automatically choose who goes first except on a roll of 1)

Commander Effect

Allies gain **Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)

At the end of this character's turn, 2 allies within 6 squares of this character may switch position.



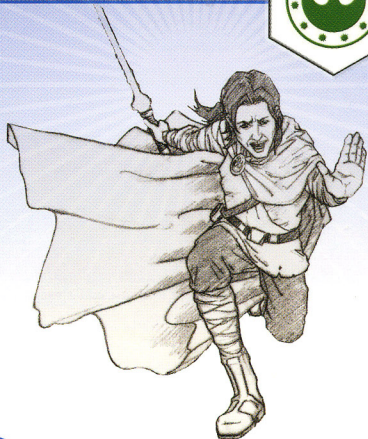
Thrawn was considered a brilliant strategist among his own people but was exiled for breaking the Chiss policy of isolationism.



24/40 ★

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Kyp Durrón



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Kyp Durrón

26

Hit Points

90

Defense

17

Attack

10

Damage

20

Special Abilities

Unique, Melee Attack

Impulsive Force Renewal (If a Unique allied character is defeated, for the remainder of the skirmish this character has **Force Renewal 1**)

Impulsive Savagery (If a Unique allied character is defeated, for the remainder of the skirmish this character has **Savage**)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect

Force 4

Force Lightning 1 (Force 1, replaces attacks: range 6; 20 damage)

Force Push 5 (Force 5, replaces turn: range 6; 50 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 5 squares if Huge or smaller. Huge or smaller characters are considered activated this round; save 16.)

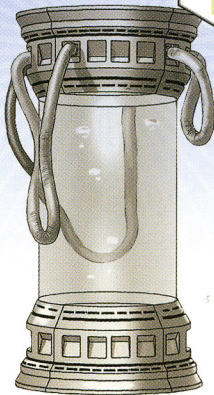
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)



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Bacta Tank



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Bacta Tank

15

Hit Points

40

Defense

8

Attack

0

Damage

0



Special Abilities

Augment Healing (Adjacent allies that use Heal or Force Heal double the amount of damage removed)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Emergency Life Support (Adjacent living allies gain **Avoid Defeat** [Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated])

Emplacement (Cannot move or be moved. Set up anywhere on your half of the battle map.)

Machinery (Industrial Repair removes damage from this character)



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Bespin Guard



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Bespin Guard

5

Hit Points

10

Defense

12

Attack

3

Damage

10

Special Abilities

Advantageous Cover (+8 Defense from cover instead of +4)



The Wing Guard of Bespin keeps the peace on the streets of a city known to be a haven for gamblers, smugglers, and other scoundrels.



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Chiss Mercenary



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Chiss Mercenary

14

Hit Points

40

Defense

15

Attack

6

Damage

30



Special Abilities

Mercenary (This character can move only if he cannot make an attack from his starting space)

Exiles from their clans whose names have been stricken from the records of Chiss society, these mercenaries struggle to survive in a galaxy where nearly everything has been taken from them.



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Dash Rendar, Renegade Smuggler



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Dash Rendar, Renegade Smuggler

28

Hit Points

70

Defense

15

Attack

6

Damage

10



Special Abilities

Unique. Pilot

Double Attack

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Captain of the Outrider, Dash Rendar is a mercenary and a smuggler who aided the Rebellion following the Battle of Hoth.



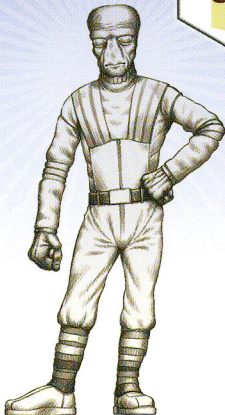
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Duros Scout



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Duros Scout

7

Hit Points

10

Defense

15

Attack

4

Damage

10

Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)



Of all the species in the galaxy, the Duros are among the most well-known star pilots and navigators, thanks to their ability to plot elaborate hyperspace routes without the aid of a navicomputer.



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Ewok Scout



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Ewok Scout

6

Hit Points

10

Defense

16

Attack

4

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Swarm +1 (+1 Attack against a target for each allied Ewok adjacent to that target)



The forest moon of Endor can be a dangerous place for the uninitiated. Ewok scouts helped the Rebels reach the shield generator without incident.



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Jawa Scavenger



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WARS



Jawa Scavenger

13

Hit Points

10

Defense

15

Attack

4

Damage

10

Special Abilities

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)

Ion Gun +20 (+20 Damage against Droid enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Jawas will take anything not tied down; even their sandcrawlers are scavenged from their original owners.

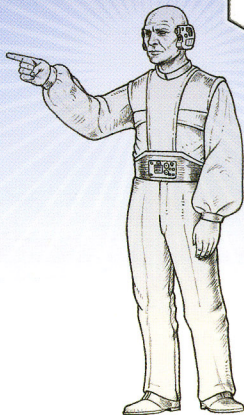


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Lobot, Computer Liaison Officer



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Lobot, Computer Liaison Officer

15

Hit Points

30

Defense

12

Attack

0

Damage

0

Special Abilities

Unique

Cyborg (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)

Fringe Reserves 30 (If you roll exactly 11 for initiative, you can add up to 30 points of Fringe characters to your squad immediately before your first activation of the round)

Override (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Lobot serves as a link between the central computer of Cloud City and Baron Administrator Calrissian.



33/40 ★

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WARS**

Logray, Ewok Shaman



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Logray, Ewok Shaman

12

Hit Points

30

Defense

15

Attack

5

Damage

10

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Force Powers

Force 2

Force Corruption 1 (Force 1, replaces attacks: range 6, non-Droids only; 10 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 10 damage. On a success, that character is no longer corrupted.)

As shaman for Chief Chirpa, Logray advised sacrificing Luke Skywalker and his allies, and he was eventually banished from the village.



34/40 ★

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Mercenary Commander



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Mercenary Commander

24

Hit Points

50

Defense

16

Attack

7

Damage

20

Special Abilities

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Furious Assault (Replaces turn: Can move up to double speed, but at least 1 square, then attack each legal target once)

Mercenary (This character can move only if he cannot make an attack from his starting space)

Commander Effect

Followers with Mercenary within 6 squares gain **Deadeye** and **Furious Assault**.



*Kaminoans aren't the only ones
who can produce an army for
the right amount of credits.*

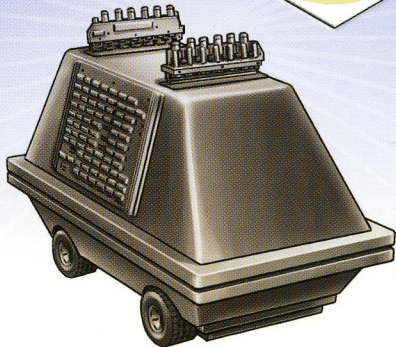


35/40 ♦

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Mouse Droid



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Mouse Droid

3

Hit Points

10

Defense

20

Attack

0

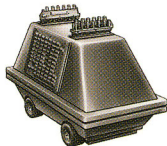
Damage

0

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Relay Orders (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects)



Small, unobtrusive, and easily frightened, mouse droids provide basic maintenance on space stations and starships throughout the galaxy.



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Twii'lek Black Sun Vigo



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Twii'lek Black Sun Vigo

18

Hit Points

40

Defense

18

Attack

9

Damage

10

Special Abilities

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

Jolt (An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.)

Opportunist +20 (+4 Attack and +20 Damage against an enemy who has activated this round)

Commander Effect

Followers with Evade within 6 squares gain **Greater Mobile Attack**.

Many Black Sun Vigos wield as much power as the Moffs, though it is debatable which are more dangerous.



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Ugnaught Droid Destroyer



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Ugnaught Droid Destroyer

7

Hit Points

20

Defense

16

Attack

8

Damage

10

Special Abilities

Ion Gun +20 (+20 Damage against Droid enemies)

Jolt (An enemy hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.)



The Ugnaughts of Cloud City have little patience for troublesome droids who wander where they should not.



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Whiphid Tracker



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Whiphid Tracker

15

Hit Points

40

Defense

16

Attack

7

Damage

10

Special Abilities

Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Sniper (Other characters do not provide cover against this character's attack)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Native to a frigid, snow-covered world, many Whiphids use their knowledge of tracking and survival to make their living in a galaxy filled with harsh environments.



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Xizor



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Xizor

30

Hit Points

90

Defense

21

Attack

11

Damage

10



Special Abilities

Unique

Melee Attack

Fringe Reserves 20 (If you roll exactly 11 for initiative, you can add up to 20 points of Fringe characters to your squad immediately before your first activation of the round)

Pheromones (Cancel an attack from an enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of 11)

Commander Effect

Each Black Sun ally within 6 squares gets +4 Attack and +10 Damage.

The enigmatic leader of the Black Sun crime syndicate, Xizor is a persuasive Faleen whose ruthless machinations have made him nearly as powerful as the Emperor.



40/40 ★

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Elite AT-AT Driver



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Elite AT-AT Driver

12

Hit Points

50

Defense

16

Attack

7

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Crack Gunner +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage. The attack cannot be prevented or redirected)



Drawn from hardened combat soldiers, All Terrain Armored Transport (AT-AT) drivers are conditioned to believe themselves invincible.



41/40 ♦

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